

week 28:	hawaii here we come! (sunny)
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Are you ready for some fun and games on the beach?

Games:

1. **Active:** Toss the Bottle

Fun on the beach ...

Have a towel - or similar - per team. Each team should consist of four Cubs. Each Cub stands at a corner of the towel and all teams should be placed next to each other - not too close - in a line. Place a 2 litre bottle in the middle of the first team's towel - it should contain a bit of water (maybe a quarter full) for added weight. The aim of the game is for the Cubs to flip the towel, therefore flip the bottle from team to team and back again. It takes a bit of practice but fun once they get going.

2. **Steam Release:** Hawaiian Islands

Many islands make up Hawaii ...

Cubs run around and when the whistle is blown, they must find an island to get onto. There will always be one less island than there are Cubs. If a Cub cannot find an island they lose a life but carry on in the game. Carry on taking away an island.

3. **Quiet/Team:** Lighthouse Maze

Lighthouses are to keep the ships from crashing into the rocks or from getting too close to the beach.

One Cub or leader stands at the end of the hall with a torch and an empty bucket. Set up a 'maze' using tables on their side. Protect the uppermost legs of the tables with, for example, plastic cones. Switch the lights off. The Cubs must now attempt to get from one end of the hall to the other and place a ball into the bucket without being caught by the torch and named by the lighthouse keeper. If it is not possible to play in darkness, Cubs can be led through the 'lighthouse maze' via directions being shouted by the rest of the team whilst they are blindfolded and try to get the ball in the bucket according to instructions given!

4. **Relay Game:** Wacky Tourists

Cubs get into four teams. The first Cub runs up, puts on beach clothes and sunscreen on their nose and runs back to their Six. They then take off the clothes and the next Cub takes the clothes runs up, puts them on and runs back to the Six and so on until all have had a turn.

5. **Active:** High or low

Hawaii is well known for surfing – sometimes the waves are big and sometimes they are small ...

You will need a long rope for this game. The Cubs are in a defined area. Two volunteers (leaders or CI's) hold each end of the rope and stretch it across the play area. When ready, one volunteer yells either "high" or "low" and both volunteers move the rope across the play area with the rope held either high or low. The Cubs must either jump or duck as the rope passes. If a Cub touches the rope, they are out. This can continue for a defined period or

until the last Cub is standing. To make it interesting, change the call halfway through the crossing of the play area!

There are also a lot of beach type games that the Cubs can play which will fit in with the theme: e.g. Volley ball (use a balloon or two or three instead of balls!) or cricket.

Sense Training:

1. Kim's Game: Sound

Games Module: page 57 – Familiar sounds. Record sounds the Cubs may hear at the beach – e.g. Seagulls, crashing waves, boat horns, children playing, etc.

2. Kim's Game: Sound

Games Module: page 59 – Midget submarines

3. Kim's Game: Sight

Once the Cubs have made their water-scope, put some items in a container of water and let them use their water-scopes to identify the different objects. (See craft/activity below)

Yarn:

Once upon a time there was an old man who used to go to the ocean to do his writing. He had a habit of walking on the beach every morning before he began his work. Early one morning, he was walking along the shore after a big storm had passed and found the vast beach littered with starfish as far as the eye could see, stretching in both directions.

Off in the distance, the old man noticed a small boy approaching. As the boy walked, he paused every so often and as he grew closer. The man could see that he was occasionally bending down to pick up an object and throw it into the sea. The boy came closer and the man called out, "Good morning! May I ask what it is that you are doing?"

The young boy paused, looked up, and replied "Throwing starfish into the ocean. The tide has washed them up onto the beach and they can't return to the sea by themselves", the youth replied. "When the sun gets high, they will die, unless I throw them back into the water."

The old man replied, "But there must be tens of thousands of starfish on this beach. I'm afraid you won't really be able to make much of a difference."

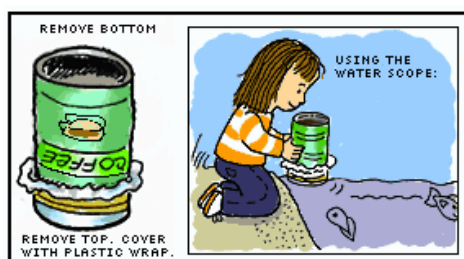
The boy bent down, picked up yet another starfish and threw it as far as he could into the ocean. Then he turned, smiled and said, "It made a difference to that one!"

Adapted from The Star Thrower, by Loren Eiseley (1907 – 1977)

Craft/Activity:

1. Activity: Water Scope

Remove both the top and the bottom of a can (be careful of sharp edges). Pound the edges smooth with a hammer or cover with heavy tape. Cut a piece of clear plastic into pieces that are large enough to cover the opening with two inches overlapping the sides. Put the plastic over the top of the can and secure in place with a rubber band. Any other cylindrical container can also be used – try a large yoghurt container, 2 liter bottle, etc.



2. **Activity:** Diorama

Diorama of the Wetlands - or anything beach related to fit in with the theme – ensure the Cubs understand how the, for example, Wetlands are made up and what makes them work i.e. food chains, ecosystems, etc.

Some websites with ideas:

<https://ed.fnal.gov/lincon/w01/projects/nmsuwet/images/diorama.html>
<http://www.amnh.org/explore/resource-collections/online-field-journals/make-an-ecosystem-diorama>
<http://www.enchantedlearning.com/crafts/diorama/>

3. **Handcraft:** Fossil Sea Shells



Use salt dough or similar – see recipes in the *Handcraft Module: pages 8 and 9*.

More fun and games on the beach ...

Singing/Play Acting:

1. **Singing:** Old Mac Donald went to the beach ...

Old MacDonald was on the beach, e-i-e-i-ooh!
And on that beach he had an octopus, e-i-e-i-ooh!
With an arm, arm here and an arm, arm there,
Here an arm, there an arm, everywhere an arm, arm,
Old MacDonald was on the beach, e-i-e-i-ooh!

Other verses: crab: pinch, pinch here.... shark: jaws, jaws here.... swordfish: swish, swish here.... jellyfish: jiggle, jiggle here....

2. **Playacting:** Kids Scene

Playacting Module: page 9 (adapt to suit the theme)

Advancement covered:

Silver Wolf:

Precious Planet: Make a water scope to observe life under water. **(Activity)**

Gold Wolf:

Precious Planet: Make your own diorama to show different types of habitats or environments e.g. forests, grasslands, deserts or oceans. **(Activity)**